

I have created this serie of paintings as an exploration of forms and experimental techniques. I chose old soviet children playground objects for this exploration because they are familiar to me from childhood, they are interesting graphically and they are so stable and unbreakable opposite to nowadays toys which are unstable and temporary. This stability of my object in this painting is seen from its multiple layers of paint – a sign of passing time. It has almost as many colours as a rainbow and looks alike. This work is open to interpretations due to different memories and different associations it may raise.

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## Vytautas Stakutis

(b. 1990, Lithuania)

I graduated in Graphic Design at Vilnius Technology and Design college and privately attended academic drawing and painting classes. I like to experiment with different disciplines, techniques and materials. Large part of my interests include graffiti and street art and I feel it basically shaped my approach to art – working in (usually abandoned) urban spaces or including urban theme in other artworks (e.g. analogue photography) and presenting my art in alternative public spaces. I participated in two joint exhibitions – first one at Commune art loft named *This* in 2013 and second at culture bar Kablys named *Monolith* in 2014. In these two exhibitions I presented my paintings, wood constructions and installations. I also have contributed with Comics and Graphic Novels project *Still Without Name* twice were a publishing group of alternative graphics released hand made zins printed by Risograph. Recently I contributed in *Vilnius Street Art Festival* project *Sudie Elyza* where stopmotion videos where projected on a wall in old town.

I am inspired by abandoned spaces where a passing time leaves it's mark and I contemplate on this theme using old or not so old but disappearing techniques where a certain mastery and slowness is a part of a process. This includes analogue photography techniques and painting. On the opposite I do reflect progress and nowadays reality with it's common signs. There are no living subjects in my artworks as I look at human legacy through it's surroundings. I usually include humour and game theme or it's principles in my works. If I could describe my artworks in one word I would choose *rough*.